

| L Number | Hits | Search Text | DB | Time stamp |
|----------|---------|---|---------------------------------|------------------|
| 1 | 7872 | 463/\$.ccls. | USPAT; US-PGPUB; EPO; JPO | 2004/04/06 15:00 |
| 2 | 2861 | simulat\$3 near3 (break\$3 or separat\$3 or disintegrat\$3) | USPAT; US-PGPUB; EPO; JPO | 2004/04/06 17:26 |
| 3 | 29 | 463/\$.ccls. and (simulat\$3 near3 (break\$3 or separat\$3 or disintegrat\$3)) | USPAT; US-PGPUB; EPO; JPO | 2004/04/06 15:02 |
| 4 | 2674783 | (aggregat\$3 or integrat\$3 or unit) | USPAT; US-PGPUB; EPO; JPO | 2004/04/06 15:23 |
| 5 | 1796 | ((simulat\$3 near3 (break\$3 or separat\$3 or disintegrat\$3)) and ((aggregat\$3 or integrat\$3 or unit)) | USPAT; US-PGPUB; EPO; JPO | 2004/04/06 15:18 |
| 6 | 18 | 463/\$.ccls. and ((simulat\$3 near3 (break\$3 or separat\$3 or disintegrat\$3)) and ((aggregat\$3 or integrat\$3 or unit)) | USPAT; US-PGPUB; EPO; JPO | 2004/04/06 15:21 |
| 7 | 11505 | video adj game\$1 | USPAT; US-PGPUB; EPO; JPO | 2004/04/06 15:21 |
| 8 | 1056 | (video adj game\$1) and impact | USPAT; US-PGPUB; EPO; JPO | 2004/04/06 15:22 |
| 9 | 6 | ((simulat\$3 near3 (break\$3 or separat\$3 or disintegrat\$3)) and ((aggregat\$3 or integrat\$3 or unit)) and ((video adj game\$1) and impact) | USPAT; US-PGPUB; EPO; JPO | 2004/04/06 15:22 |
| 10 | 361364 | (aggregat\$3 or integration) | USPAT; US-PGPUB; EPO; JPO | 2004/04/06 15:24 |
| 11 | 499 | (simulat\$3 near3 (break\$3 or separat\$3 or disintegrat\$3)) and ((aggregat\$3 or integration)) | USPAT; US-PGPUB; EPO; JPO | 2004/04/06 15:24 |
| 12 | 3 | ((simulat\$3 near3 (break\$3 or separat\$3 or disintegrat\$3)) and ((aggregat\$3 or integration)) and ((video adj game\$1) and impact) | USPAT; US-PGPUB; EPO; JPO | 2004/04/06 15:56 |
| 13 | 2192 | 463/\$.ccls. and (video adj game\$1) | USPAT; US-PGPUB; EPO; JPO | 2004/04/06 15:56 |
| 14 | 216 | (463/\$.ccls. and (video adj game\$1)) and pool | USPAT; US-PGPUB; EPO; JPO | 2004/04/06 15:56 |
| 15 | 4 | ((463/\$.ccls. and (video adj game\$1)) and pool) and ((simulat\$3 near3 (break\$3 or separat\$3 or disintegrat\$3)) and ((aggregat\$3 or integrat\$3 or unit)) | USPAT; US-PGPUB; EPO; JPO | 2004/04/06 17:25 |
| 16 | 1406 | pool same game | USPAT; US-PGPUB; EPO; JPO | 2004/04/06 17:25 |
| 17 | 50 | pool same game same software | USPAT; US-PGPUB; EPO; JPO | 2004/04/06 17:25 |
| 18 | 0 | (pool same game same software) and (simulat\$3 near3 (break\$3 or separat\$3 or disintegrat\$3)) | USPAT; US-PGPUB; EPO; JPO | 2004/04/06 17:26 |
| 19 | 6120 | (simulat\$3 or animat\$3) near8 (break\$3 or separat\$3 or disintegrat\$3) | USPAT; US-PGPUB; EPO; JPO | 2004/04/06 17:27 |
| 20 | 0 | (pool same game same software) and ((simulat\$3 or animat\$3) near8 (break\$3 or separat\$3 or disintegrat\$3)) | USPAT; US-PGPUB; EPO; JPO | 2004/04/06 17:26 |
| 21 | 6588 | (simulat\$3 or animat\$3) near8 (break\$3 or split\$4 or separat\$3 or disintegrat\$3) | USPAT; US-PGPUB; EPO; JPO | 2004/04/06 17:30 |
| 22 | 0 | ((simulat\$3 or animat\$3) near8 (break\$3 or split\$4 or separat\$3 or disintegrat\$3)) and (pool same game same software) | USPAT; US-PGPUB; EPO; JPO | 2004/04/06 17:27 |

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|----|-------|--|---------------------------------|------------------|
| 23 | 23481 | (simulat\$3 or animat\$3) same (break\$3 or split\$4 or separat\$3 or disintegrat\$3) | USPAT; US-PGPUB; EPO; JPO | 2004/04/06 17:27 |
| 24 | 5 | ((simulat\$3 or animat\$3) same (break\$3 or split\$4 or separat\$3 or disintegrat\$3)) and (pool same game same software) | USPAT; US-PGPUB; EPO; JPO | 2004/04/06 17:27 |
| 25 | 1083 | (simulat\$3 or animat\$3) near (break\$3 or split\$4 or separat\$3 or disintegrat\$3) | USPAT; US-PGPUB; EPO; JPO | 2004/04/06 17:30 |
| 26 | 501 | (simulat\$3 or animat\$3) adj (break\$3 or split\$4 or separat\$3 or disintegrat\$3) | USPAT; US-PGPUB; EPO; JPO | 2004/04/06 17:30 |
| 27 | 300 | ((simulat\$3 or animat\$3) adj (break\$3 or split\$4 or separat\$3 or disintegrat\$3)) and data | USPAT; US-PGPUB; EPO; JPO | 2004/04/06 17:37 |
| 28 | 36 | ((simulat\$3 or animat\$3) adj (break\$3 or split\$4 or separat\$3 or disintegrat\$3)) and (image adj data) | USPAT; US-PGPUB; EPO; JPO | 2004/04/06 17:37 |